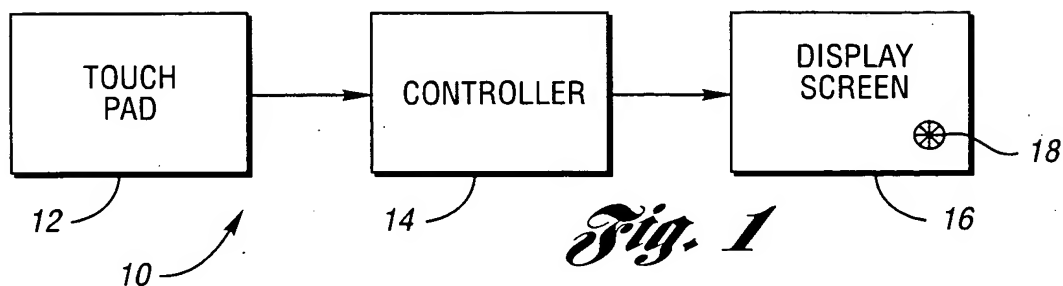


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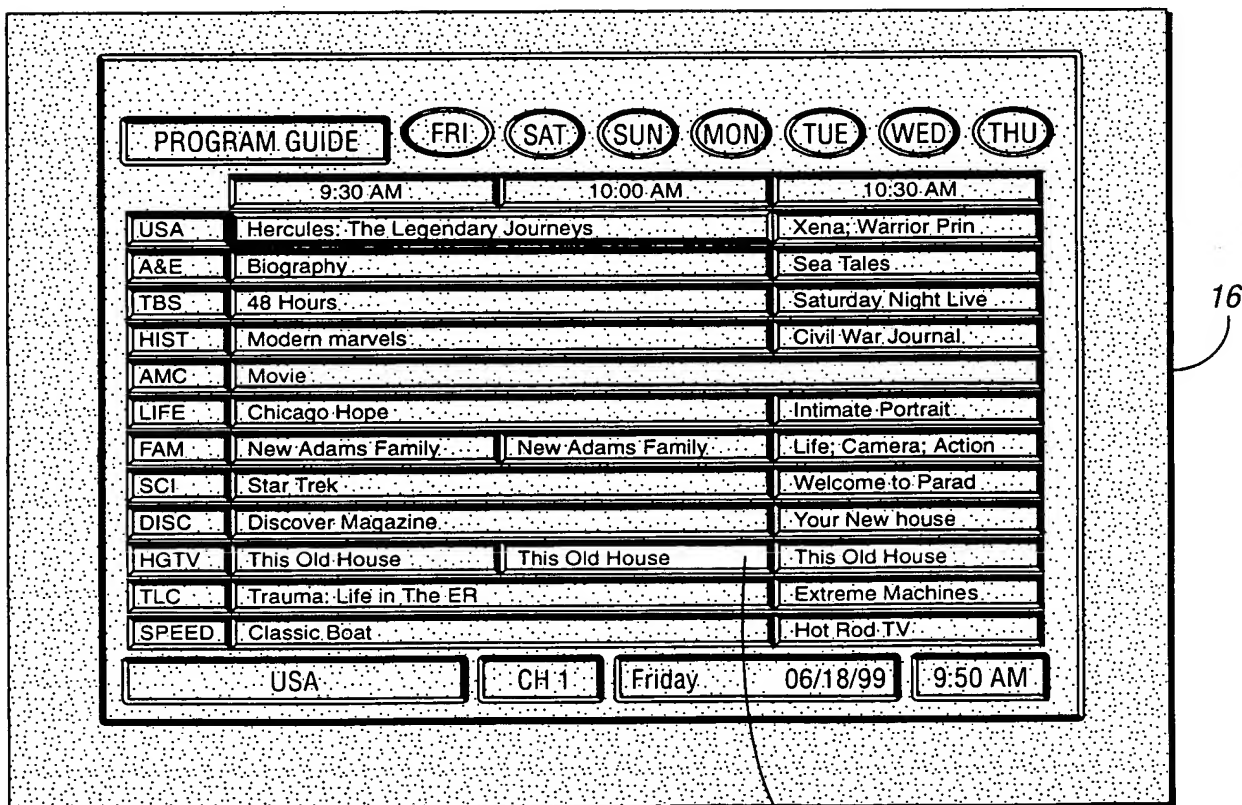
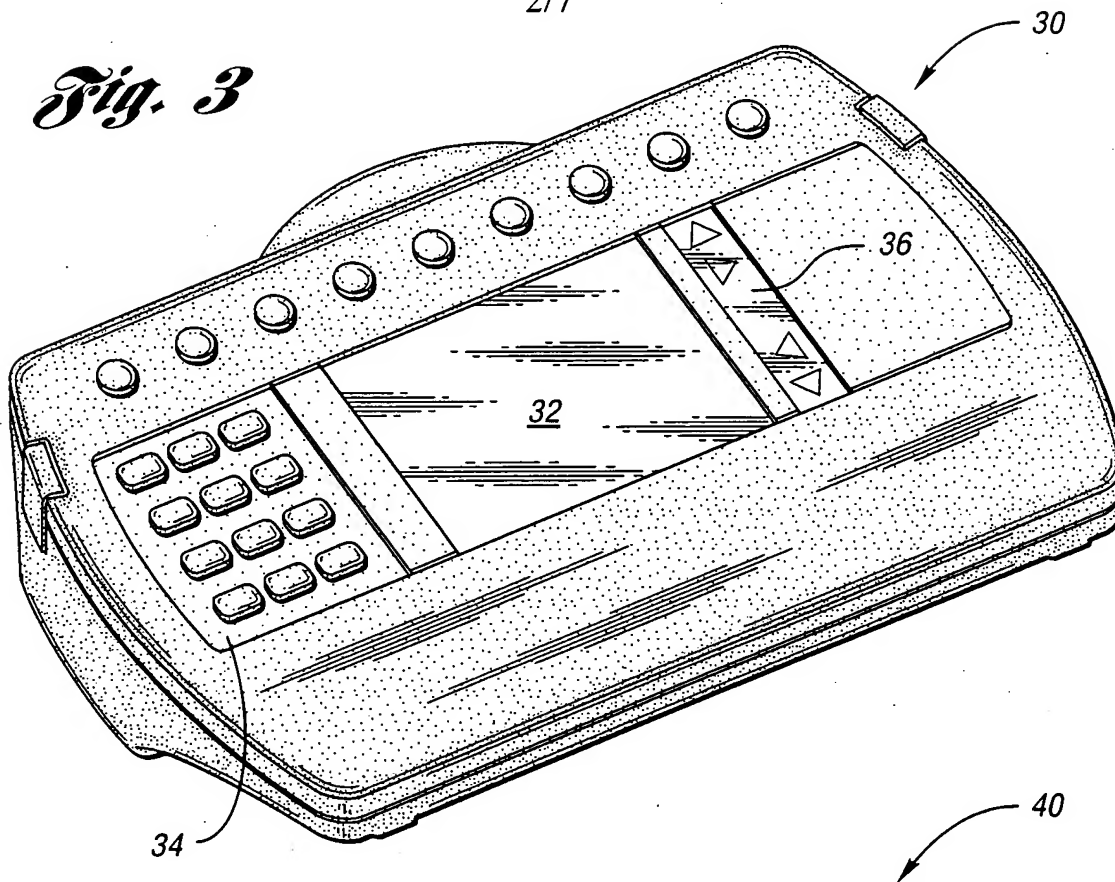
| LINE | FUNCTION                 | GESTURE SET ONE   | GESTURE SET TWO   |
|------|--------------------------|---|---|
| 1    | VOLUME UP (REPEATING)    | → <span style="border: 1px solid black; padding: 2px;">H</span>   | → <span style="border: 1px solid black; padding: 2px;">T</span>   |
| 2    | VOLUME DOWN (REPEATING)  | <span style="border: 1px solid black; padding: 2px;">H</span> ←   | ← <span style="border: 1px solid black; padding: 2px;">T</span>   |
| 3    | MUTE                     | ∧ ∨   | ∧ ∨   |
| 4    | CHANNEL UP (REPEATING)   | <span style="border: 1px solid black; padding: 2px;">H</span><br>↑  | ∧ <span style="border: 1px solid black; padding: 2px;">T</span>   |
| 5    | UP ONE CHANNEL           | ∧   |   |
| 6    | CHANNEL DOWN (REPEATING) | <span style="border: 1px solid black; padding: 2px;">H</span><br>↓  | ∨ <span style="border: 1px solid black; padding: 2px;">T</span>   |
| 7    | DOWN ONE CHANNEL         | ∨   |   |
| 8    | PREVIOUS CHANNEL         | ←   | ↖   |
| 9    | PLAY                     | →   | ➤   |
| 10   | PAUSE                    | <span style="border: 1px solid black; padding: 2px;">T</span> <span style="border: 1px solid black; padding: 2px;">T</span>   | <span style="border: 1px solid black; padding: 2px;">T</span> <span style="border: 1px solid black; padding: 2px;">T</span> |
| 11   | STOP                     | <span style="border: 1px solid black; padding: 2px;">T</span>   | <span style="border: 1px solid black; padding: 2px;">T</span>   |
| 12   | FAST FORWARD             | → →   | ➤ ➤   |
| 13   | FAST REVERSE (REWIND)    | ← ←   | ↤ ↤   |
| 14   | RECORD                   | <span style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block; text-align: center;">↑<br/><span style="border: 1px solid black; padding: 2px;">T</span></span> <span style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block; text-align: center;">↑<br/><span style="border: 1px solid black; padding: 2px;">T</span></span> | ↑ ↑<br>OR<br>↑  |
| 15   | SKIP                     | → <span style="border: 1px solid black; padding: 2px;">T</span>   | ➤ <span style="border: 1px solid black; padding: 2px;">T</span>   |
| 16   | REPLAY                   | ← <span style="border: 1px solid black; padding: 2px;">T</span>   | ↤ <span style="border: 1px solid black; padding: 2px;">T</span>   |
| 17   | NEXT TRACK               | → → <span style="border: 1px solid black; padding: 2px;">T</span>   | ➤ ➤ <span style="border: 1px solid black; padding: 2px;">T</span>   |
| 18   | PREVIOUS TRACK           | ← ← <span style="border: 1px solid black; padding: 2px;">T</span>   | ↤ ↤ <span style="border: 1px solid black; padding: 2px;">T</span>   |

**Fig. 2**

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*Fig. 3*

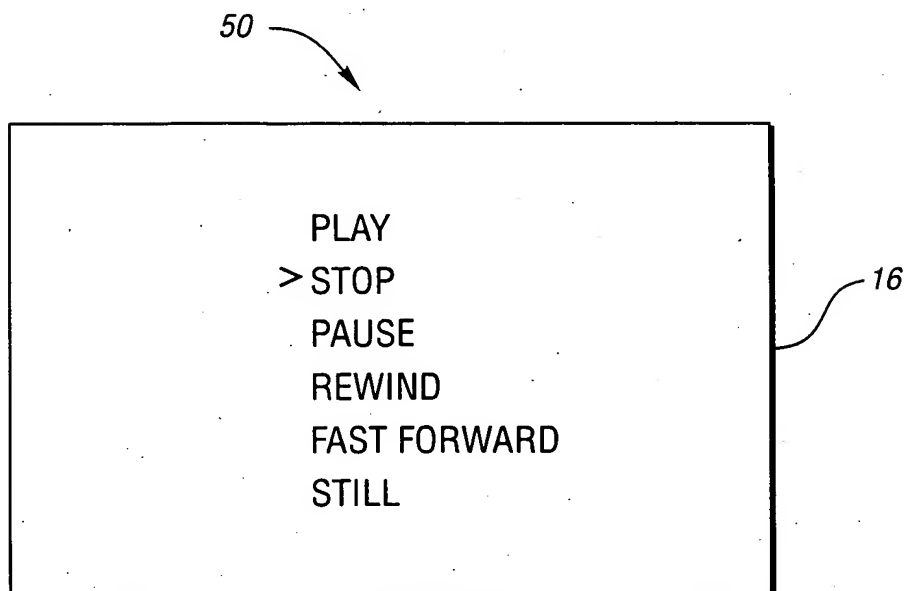


*Fig. 4*

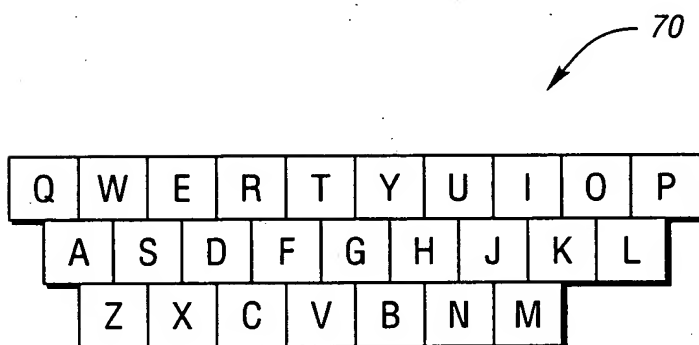
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*Fig. 5*



*Fig. 6*

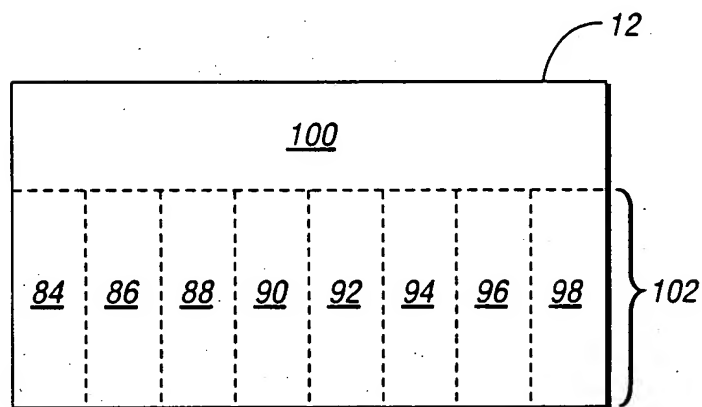
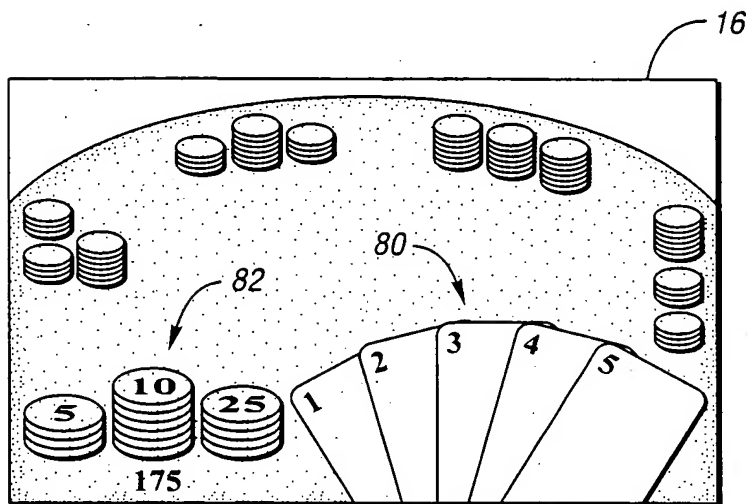
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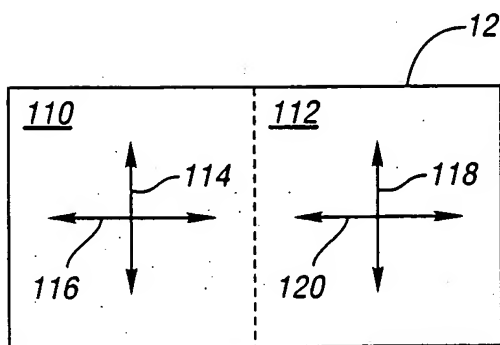
| Games     |                |          |          |  |  |
|-----------|----------------|----------|----------|--|--|
| Game Type | Game           | 1 Player | 2 Player | Difficulty Levels Available                                    | Competition - How  |
| Word      | Crossword      | ✓        | X        | 2 (1 Child, 1 Adult)   | Standings per specific game, % self completed (monitor "hint" usage) posted to Leader Board.   |
|           | Hidden Word    | ✓        | X        | 2 (1 Child, 1 Adult)   | N/A  |
| Card      | Poker          | ✓        | X        | 1  | Cumulative losses or wins. High current net \$ winners appears on Leader Board.  |
|           | Solitaire      | ✓        | X        | 1  | Wins/Losses. High Scorer's % appears on Leader Board.  |
| Strategy  | Checkers       | ✓        | X        | 1  | Wins/Losses. High Scorer's % appears on Leader Board.  |
|           | Battling Ships | ✓        | X        | 3  | Wins/Losses. High Scorer's % appears on Leader Board, displayed by last level played.  |
| Action    | Egg Hunt       | ✓        | X        | 3  | Wins/Losses. High Scorer's % appears on Leader Board, displayed by last level played.  |
|           | Ball & Paddle  | ✓        | ✓        | 2 (Progressive)  | 1 Player; play vs. House. 2 Players; one time head to head. points for hits (1 hit=1 point). High score appears on Leader Board, displayed by level last played. |
|           | Alien Invaders | ✓        | X        | 1 (Progressive)  | Points for hits. high score appears on Leader Board.   |
|           | Skeet Shoot    | ✓        | X        | 2 (Progressive)  | # of hits vs. total pigeons pulled. High Scorer's % appears on Leader Board, displayed by level last played.   |
|           | Chompers       | ✓        | X        | 1 (Progressive)  | Points for items eaten. High score appears on Leader Board.  |
|           | Pool (8 Ball)  | ✓        | ✓        | For 1 Player Scenario, 3 Levels of Opponent. N/A for 2 Players | Wins/Losses for 1 player; High Scorer's % appears on Leader Board, displayed by level last played. 2 Player; one time head to head.                              |

Fig. 7

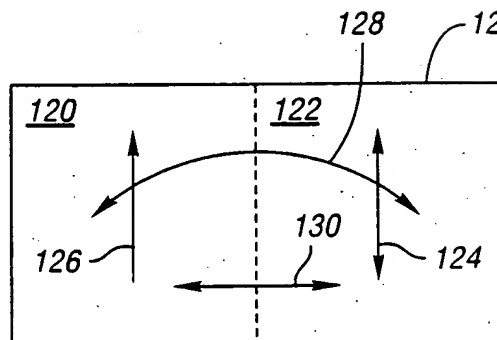
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*Fig. 8*



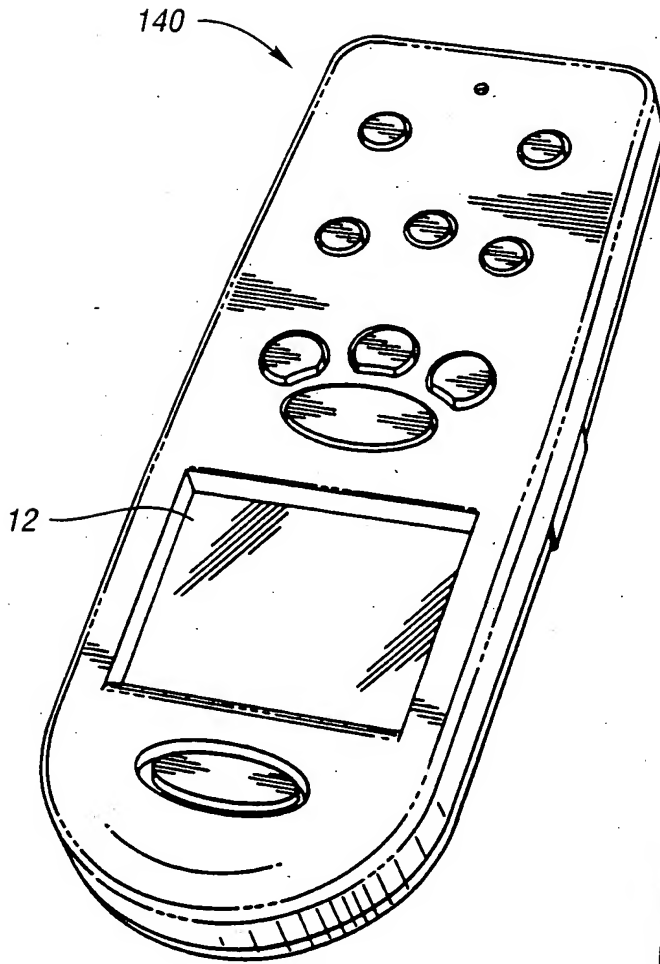
*Fig. 9*



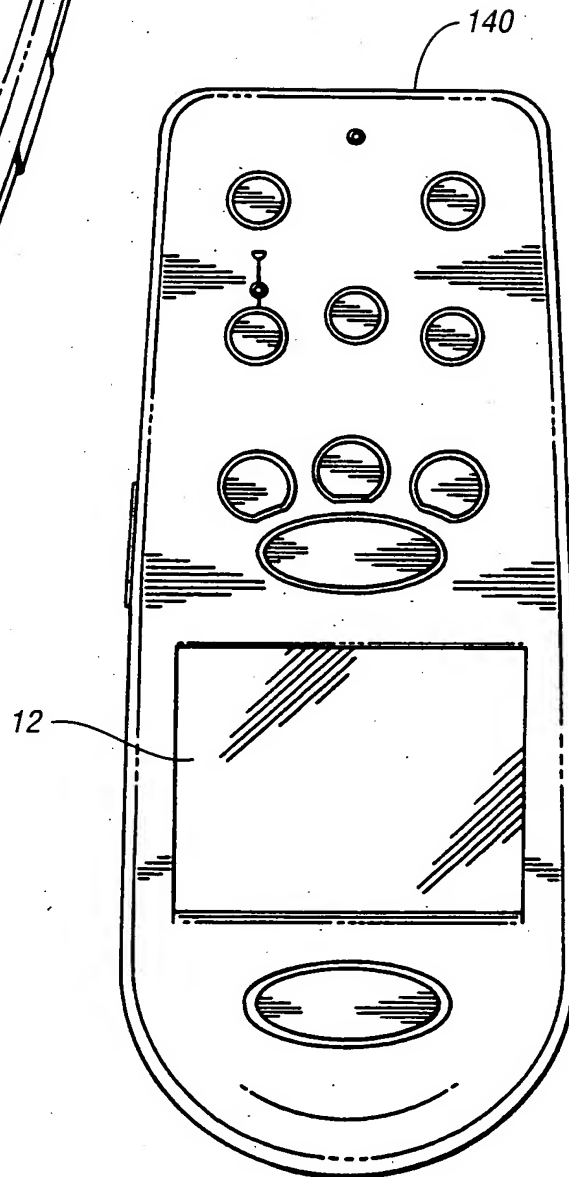
*Fig. 10*

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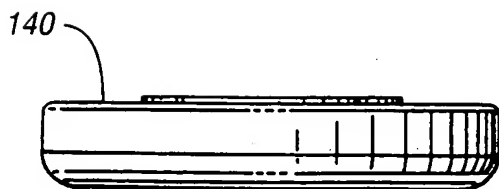
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*Fig. 11*



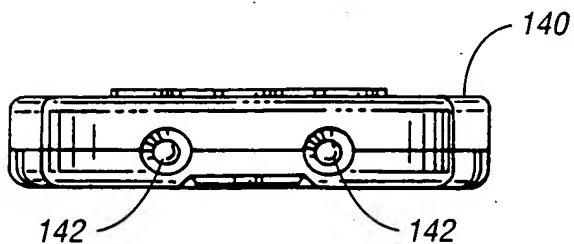
*Fig. 12*



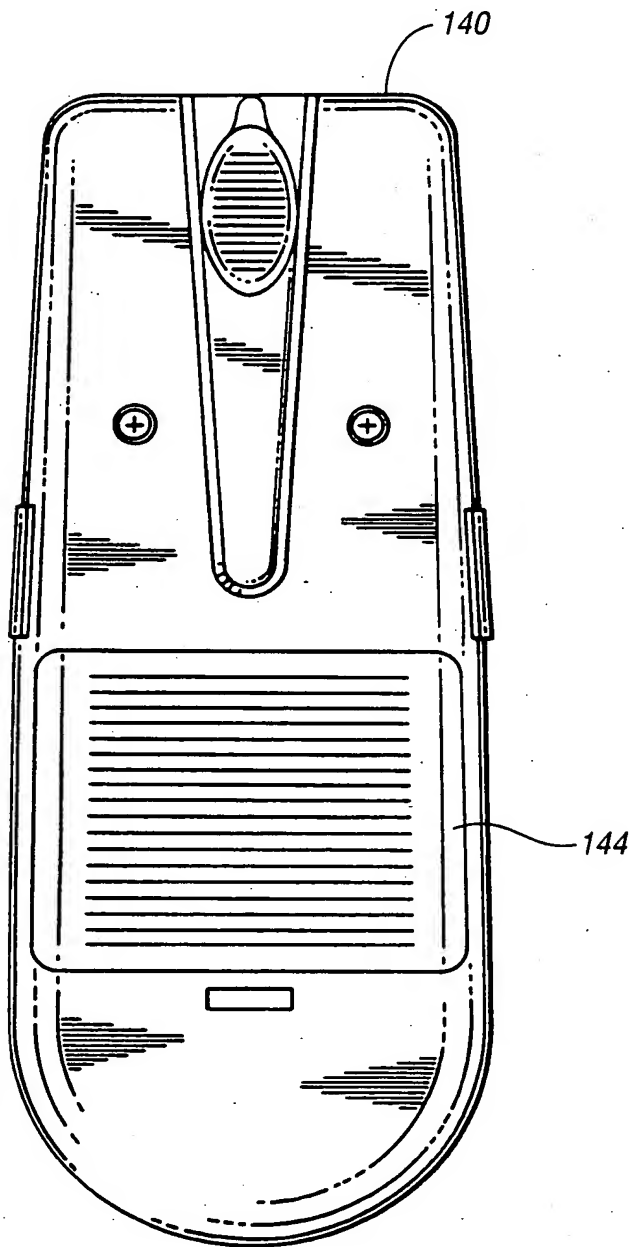
*Fig. 13*

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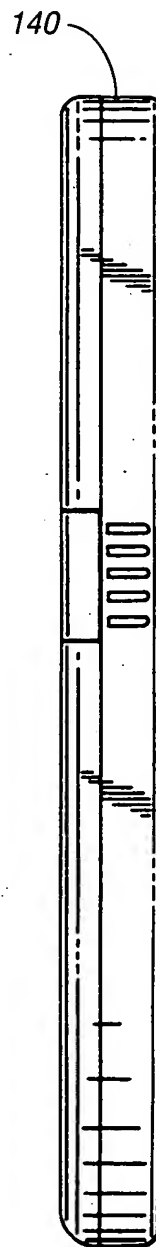
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*Fig. 14*



*Fig. 16*



*Fig. 15*

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